

Taitaja2025

Laji 208 Pelituotanto

Tehtävänanto

Top-Down Action Shooter Prototype

The client is seeking a prototype for a top-down action shooter game where the player must progress through a level, overcoming enemies and obstacles. The goal is to create an engaging and fast-paced gameplay experience, where players face off against enemies, navigate traps/hazards, and strategically advance through the course. The game is depicted from a **top-down** or **isometric perspective** and can be either 2D or 3D in style.

The prototype will focus on delivering a core gameplay experience, allowing the player to get a sense of the game's mechanics, dynamics and aesthetics (**MDA Framework**). Along with the prototype, the client requires a **design document** and a brief **presentation document** that highlights the game's features and vision.

Key features:

General Mechanics & Dynamics:

- The player character must have a functioning health system, as well as a combat system for ranged or melee attacks.
- The level(s) should include at least two distinct types of enemies, each with unique offensive patterns and strengths.
- The level(s) must feature at least one environmental trap/hazard mechanic, adding complexity to the gameplay.

Graphic style and perspective:

- The game's graphic style is flexible, allowing for either 2D or 3D visuals.
- The game should be presented from a top-down or isometric perspective, offering the player a clear overview of the environment and events occurring in the game.

Graphic style and perspective:

- General sound effects for player, enemy and environmental actions.
- Simple background music track.

Objective:

The purpose of the prototype is to create a clear and functional experience that allows the player to engage with the core mechanics of a top-down/isometric action shooter. The level(s) should provide a satisfying challenge, with players encountering enemies and traps/hazards while feeling a sense of progression. Supporting documentation and presentation material will give the client a comprehensive understanding of the project's potential.

Deliverables:

1. Working prototype build:
 - At least one functional level where the player must advance from start to finish, that includes all the key features the client is seeking and other typical features found in games.
2. Design document:
 - A design document outlining the core idea, objectives, and key features of the game among other common features of a design document.
3. Presentation material:
 - A presentation document (e.g., PowerPoint) summarizing the prototype's key features and overall vision for the project.
4. A file that contains a list of all premade and downloaded assets in the project (scripts, models, audio, music etc.). This can be written in a separate file, for example word or notepad.

Tehtävän palautus

Kilpailutyö palautetaan yhtenä pakattuna tiedostona, joka sisältää pelin prototyyppi buildin, suunnitelmadokumentin, sekä esitysmateriaalin.

Tiedostot jaotellaan kolmeen eri kansioon arviointimoduulien mukaisesti:

1. Pre-production, joka sisältää pelinsuunnittelu dokumentti
2. Prototype-Production, joka sisältää pelin pelattava versio (*build-kansio*)
3. Post-Production, joka sisältää esitysmateriaalin.

Kilpailutyö sinetöidään muotoon "208_Pelituotanto_SF_EtunimiSukunimi_ja_EtunimiSukunimi". Kilpailutyö on sinetöitävä ja tallennettava työpöydälle ennen kilpailuajan täyttymistä. Kilpailuajan ylittäminen johtaa diskaukseen. Semifinaalivalvojat huolehtivat ajallaan palautettujen kilpailutöiden eteenpäin viennistä kilpailun jälkeen, vielä saman päivän aikana.

Ongelmatilanteissa päätuomari käy läpi mahdolliset ongelmat palautuksen kanssa.